

ATARI 7800™ Game Manual



We Have Seen the Aliens

It's a nightmare, but it's true! Research shows that we are the actual aliens on Earth and the ruthless Aliens are the original inhabitants.

Now the Aliens want Earth back — or just humans! Their invasion forces are fierce — the land is crawling with deadly *Scorpions* & *Bugs*; the sky is black with *Terminator* *Fleets* and *Death Squads*.

Our jumbo weapons offer no defense. Earth's only hope is our powerful new *Solveros* Fighter plane. Its pilot will have a single mission: Penetrate the enemy tanks and destroy the Alien Mother Ship.

The mission is dangerous. We can't guarantee success. But at this point, it's die or die!

One week problems. We still want a pilot. Any volunteers?

Getting Started

1. Insert the *Xenos*™ cartridge into your Atari® 7800™ Pro-System as explained in your Owner's Manual, and turn on your console.

2. Plug a controller into the left controller jack for one player, and another into the right controller jack for two players.
3. Move the controller handle forward or backward or press **[Select]** to choose a one- or two-player game. Move the controller handle to the left or right to choose one of four skill levels: Novice, Intermediate, Advanced, or Expert.
4. Press **[Reset]** or the controller button to begin the battle.
5. Press **[Pause]** to pause the game; press again to resume play.

Playing the Game

Battle Plan

As you fly your *Solveros* fighter over the warring land, watch you must defend yourself against both airborne and ground-based *Xenos* defenses. Each *Xenos* foe is worth points, the more dangerous the foe, the

and They Are Us!

more points you earn for destroying it.

You start the battle with five ships. Five on the enemy to earn points and get extra ships.

Salvator Weaponry

Your Salvator Fighter is equipped with a Zapper for destroying airborne enemies and a Blaster for eliminating Xevious ground forces. Fire both weapons by pressing the controller buttons to aim the Blaster. Move your target sight (located directly in front of your ship) over an enemy ground unit.

Xevious Mother Ship

If you survive the Xevious onslaught, you'll face the Andor Genesis Mother Ship. A dead lie to the Mother Ship's central reactor will disable it and earn you a short respite from Xevious attacks.

But don't get cocky! More Xevious attack forces will soon appear, and a new Mother Ship will always be lurking somewhere ahead!

Strategy

Move your ship back and forth with the controller handle to evade airborne enemies with the Zapper. Fire the Zapper continuously to destroy foes as soon as they enter the battle screen.

Keep your ship away from the sides or bottom of the screen to avoid being trapped by enemy fire.

When facing a barrage of opponents, first destroy those shooting at your ship, then destroy the remaining units for extra points.

Enemy clads are hidden underground. Your target sight will glow red when you are directly over a hidden clad. Score points by raising the clad with a Blaster hit. Score additional points by destroying it.

Flags are also hidden in the ground and waterways. Score points by taking them with Blaster hits. Fly over the raised flag to earn extra ships.

Scoring

Use your Blaster and Zapper to destroy the foe and earn points. You gain extra ships when you score 20,000 points, 40,000 points, and every 40,000 points following.

Points are scored in the following way:

Destroying Airborne Forces

Big Zaku's Energy Blaster	600-1500 points
Geno Zaku's Energy Blaster	500-1000 points
Toroid Destructor	700 points
Kaps Defender	800 points
Jane Spinner	150 points
Zaku's Energy Launcher	100 points
Zoni Death Squad	70-100 points
Toroid Scout Ship	50 points
Toroid Fleet Ship	30 points
Geno Spark Energy Blast	10 points

Destroying Ground Forces

Andor Genes Mother Ship	1000-4000 points
Sci Citadel, raised	3000 points
destroyed	3000 points
Geno Denza Minge Station	2000 points
Denza Defense Saulten	1000-2000 points
Bona Logram Dome Network	300-2000 points
Flag, raised	1000 points
blown over	extra ship
Gensta Tank	200-1000 points
Dornogrem Rover	800 points
Logram Sphere Station	300 points
Bona Energy Station	100-300 points
Zobak Detector Dome	200 points



Reproduction of this document or any portion of its contents is not allowed without the specific written permission of Atari Corp.

Every effort has been made to ensure the accuracy of the printed documentation in this manual. However, Atari Corp. is constantly improving and updating our computer software and hardware. Atari Corp. is proud to guarantee the accuracy of printed material after the date of publication and disclaims liability for changes, errors, and omissions.

MIND is a registered trademark, and MIND is a trademark of Atari Corporation. Phoenix is a trademark of Phoenix Systems Corporation and designed by Phoenix Ltd. and manufactured under license by Atari Corporation.

Copyright ©1986 Atari Corporation, Sunnyvale, CA 94086.
All Rights Reserved.

CCP4867 10-Nov-86

Printed in Hong Kong. AT & MIND